

## CLAIM AMENDMENTS

Please amend the claims to read as follows:

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- 1-4. (canceled)
5. (currently amended) The system of claim 20, further comprising a second head-mounted camera for generating a stereoscopic view.
6. (currently amended) The system of claim 205, further comprising one or two mirrors to set the camera viewpoints to more closely coincide with the wearer's eye positions.
7. (currently amended) The system of claim 19, further comprising headphones coupled to the SCBA mask.
8. (previously amended) The system of claim 7, further comprising shafts to connect the headphones to the SCBA mask, and wherein the shafts are filled with epoxy or other means to strengthen the shafts.
9. (currently amended) The system of claim 204, further comprising a rubber bumper placed around the mirror or mirrors.
10. (currently amended) The system of claim 216, further comprising a rubber bumper placed around the mirror or mirrors.
11. (currently amended) The system of claim 204 wherein each mirror is placed in a mechanical clamp mount.
12. (currently amended) The system of claim 216 wherein each mirror is placed in a mechanical clamp mount.
13. (currently amended) The system of claim 204, further comprising a structure for protecting each mirror from being bumped or hooked.

14. (currently amended) The system of claim 216, further comprising a structure for protecting each mirror from being bumped or hooked.
15. (currently amended) The system of claim 204 wherein each mirror is mounted on a mounting plate.
16. (currently amended) The system of claim 216 wherein each mirror is mounted on a mounting plate.
17. (currently amended) The system of claim 19 wherein the non-augmented reality portion of the user's field of view is blocked from view by the user with opaque material such that only augmented reality imagery is visible to the user.
- b. 18. (original) The system of claim 17 wherein the said opaque materials are selected from the group of materials consisting of tape, foam, plastic, rubber, silicone, paint, and combinations of these materials.
19. (new) A system for creating a see-through augmented reality display, comprising:  
a self-contained breathing apparatus (SCBA) mask to be worn by a user;  
a motion tracker coupled to the SCBA;  
computer graphics rendered by a computer to be shown to the user, the computer graphics corresponding to the user's field of view; and  
a see-through head-mounted display (HMD) mounted in front of the user's eyes on which the computer graphics are displayed, to combine the computer graphics with the user's view of the real world.
20. (new) A system for creating a non-see-through augmented reality display, comprising:  
a self-contained breathing apparatus (SCBA) mask to be worn by a user;

at least one video camera coupled to the SCBA, placed proximate the user's eyes to minimize the distance between the camera and the user's eyes, with each camera pointed away from the user and placed on the optical axis of the user's eyes;

a motion tracker coupled to at least one camera;

computer graphics rendered by a computer to be shown to the user, the computer graphics corresponding to each camera's position and field of view; and

a non-see-through head-mounted display (HMD) mounted in front of the user's eyes on which the computer graphics and the output of the cameras are displayed, to combine the computer graphics with each video camera's view of the real world.

21. (new) A system for creating a non-see-through augmented reality display, comprising:

a self-contained breathing apparatus (SCBA) mask to be worn by a user;

at least one video camera coupled to the SCBA;

at least one mirrored surface placed in front of each camera, to alter the incoming viewing angle of each camera such that the effective viewpoint of the camera is placed on the optical axis of the user's eyes;

wherein each camera/mirror combination is coupled to the SCBA so as to minimize the distance between the camera's effective viewpoint and the user's eyes while placing the camera viewpoint directly in front of the user's eyes, with each camera pointed away from the user;

a motion tracker coupled to at least one camera;

computer graphics rendered by a computer to be shown to the user, the computer graphics corresponding to each camera's position and field of view; and

a non-see-through head-mounted display (HMD) mounted in front of the user's eyes on which the computer graphics and the output of the cameras are displayed, to combine the computer graphics with each video camera's view of the real world.

22. (new) The system of claim 21, further comprising a second head-mounted camera for generating a stereoscopic view.

23. (new) The system of claim 20, further comprising headphones coupled to the SCBA mask.

24. (new) The system of claim 23, further comprising shafts to connect the headphones to the SCBA mask, and wherein the shafts are filled with epoxy or other means to strengthen the shafts.

24. (new) The system of claim 21, further comprising headphones coupled to the SCBA mask.

25. (new) The system of claim 24, further comprising shafts to connect the headphones to the SCBA mask, and wherein the shafts are filled with epoxy or other means to strengthen the shafts.

26. (new) The system of claim 20 wherein the non-augmented reality portion of the user's field of view is blocked from view by the user with opaque material such that only augmented reality imagery is visible to the user.

27. (new) The system of claim 26 wherein the said opaque materials are selected from the group of materials consisting of tape, foam, plastic, rubber, silicone, paint, and combinations of these materials.

28. (new) The system of claim 21 wherein the non-augmented reality portion of the user's field of view is blocked from view by the user with opaque material such that only augmented reality imagery is visible to the user.

29. (new) The system of claim 28 wherein the said opaque materials are selected from the group of materials consisting of tape, foam, plastic, rubber, silicone, paint, and combinations of these materials.